PHANTASY STAR™
ファンタシースター
ポータブル
PORTABLE
TEEN
ADOLESCENTS
T
CONTENT RATED BY
SYSTEM DE CLASSIFICATION
ESRB
SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## ⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**

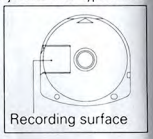
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

## Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Thank you for purchasing *Phantasy Star™ Portable*. Please note that this software is designed only for use with PSP® (PlayStation®Portable) system. Be sure to read this instruction manual thoroughly before you start playing.

## *STORY*

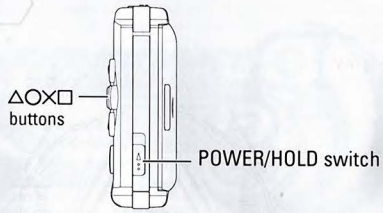
*As a member of GUARDIANS, you are assigned to track down the mystery behind the runaway Guard Machines with your new partner Vivienne, who is a prototype CAST created by G.R.M. Corporation. During the investigation, you encounter a suspect terrorist named Helga, presumably the person who set the Guard Machines loose. Many of the Gurhal sites are plagued by violent attacks believed to have been caused by the remaining SEED, a dangerous and destructive alien species. A sinister plot to take over Gurhal is discovered, and the fate of the solar system rests in your hands.*

## *CONTENTS*

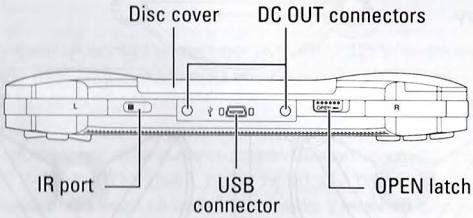
*Getting Started* ..... 2
*Controls* ..... 3
*Starting Up* ..... 4
*Main Menu* ..... 7
*City Area* ..... 10
*In the Field* ..... 14
*Equipment and Items* ..... 21
*Multiplayer* ..... 24

# GETTING STARTED

## RIGHT SIDE VIEW




## FRONT VIEW




Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT ***Phantsy Star™ Portable*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

## MEMORY STICK DUO™

***Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.***

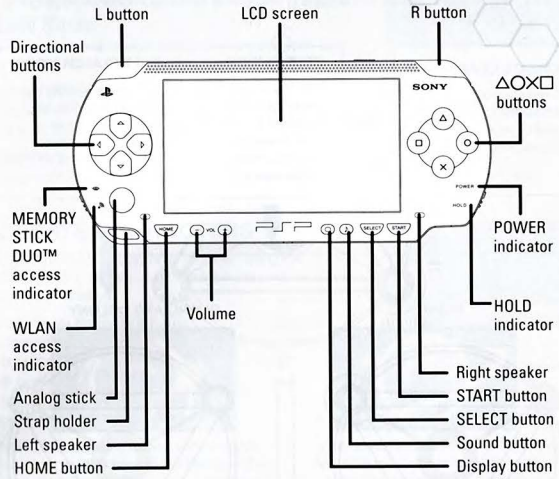
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

**THE GAME SAVE MUST BE MANUALLY PERFORMED FROM THE MAIN MENU. NOTE THAT THIS GAME DOES NOT ALLOW YOU TO SAVE DURING MISSIONS.**



# CONTROLS

## PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION




### *BASIC CONTROLS*

**Directional buttons** . . . Move Camera
**Analog stick** . . . . . Move Character/Camera (1st-person)
**START button** . . . . . Toggle Main Menu, Skip Movie Scene
**SELECT button** . . . . . Toggle between 3rd Person and 1st Person View
**⊗ button** . . . . . Examine, Pick-up Item
**○ button** . . . . . Display Action Palette
**△ button** . . . . . Use Skill (Striking Attack), Use TECHNIC (Magic)
**□ button** . . . . . Attack: Strike, Shoot or TECHNIC
**L button** . . . . . Reset Camera/Lock-On Enemy/Goggles (p.19)
**R button** . . . . . Switch One-Hand Weapon, Switch TECHNIC/Goggles

### *MENU-SPECIFIC CONTROLS*

**Directional buttons** . . . Move Cursor/Turn Page/Select City Map Icons (p.10)
**Analog stick** . . . . . Select City Map Icons
**⊗ button** . . . . . Confirm
**○ button** . . . . . Cancel
**△ button** . . . . . Toggle Item Sort Display (ON/OFF)
**L / R buttons** . . . Cycle Window Pages
**SELECT button/** . . . . . Cycle Window Pages

# STARTING UP

## GAME FLOW

The game flow of Story mode for the most part involves moving between the GUARDIANS Colony and the three planets, and accepting Missions at the Mission Counter to progress through the story.

**CREATE CHARACTER**

Create a player character or select one of your existing characters.

**STORY MODE**

Play the single-player story mode. Continue the story from where you left off, if you have a game saved.

**MULTIPLAYER MODE**

Form a party with friends using the Ad Hoc mode of your PSP®, and take on various Missions together.

**MOATOOB**

Moatoob is rich in natural resources, but the planet is mostly a harsh desert environment. An underground group known as the "Rogues" are behind much of the shady business seen on the planet.

**GUARDIANS COLONY**

A mega colony owned and operated by the GUARDIANS organization. Population is over a million, and many are affiliated with the organization. A cultural coexistence of all races is defined here.

**NEUDAIZ**

A beautiful planet, rich in natural abundance and water. Newmans are the dominant race on this planet, and the planet is grounded by the Gurhal Faith, which is their dominant religion.

**PARUM**

A planet now governed entirely by CASTs. Parum was driven to desolation over time by human settlement, CAST production, and a war that lasted 500 years.

**MAIN FEATURES**

- **Your Room**: Your private room in the GUARDIANS Colony.
- **Mission Counters:** Select your Missions here; then transport to the field.
- **Special Missions:** Critical Missions that advance the story.
- **Making Decisions:** Important conversations that can decide your fate.

**FIELD**

**STORY MISSIONS**

Act 1 ➤ Field Lobby ➤ Act 2 ... and unlock the next Mission.

**FREE MISSIONS**

Use to improve your character and earn items and Meseta (money).



## TITLE SCREEN

Press the START button at the Title screen and choose one of the following options:

**NEW GAME**

Create a new player character and begin the story. See below for details on how to create your characters.

**CONTINUE (P.6)**

Play the game with a previously saved character. A maximum of eight different character data can be saved for this game.

**IMPORT (P.6)**

Import character data from the trial version of *Phantasy Star® Portable* into this game.

## CREATE CHARACTERS

Create a unique character of your own using the customization settings. Use the following controls during character creation:

**Directional buttons (⬆ / ⬇)**..... Select Settings
**Directional buttons (⬅ / ➡)**..... Modify Selected Settings
**⊗ button**..... Confirm
**◉ button**..... Cancel
**SELECT + Analog stick (⬅ / ➡)** . Rotate Character Model
**SELECT + Analog stick (⬆ / ⬇)** .. Zoom In and Out of Character Model

**NOTE:** An on-screen keyboard will appear if you select NAME to enter a name. Please refer to your PSP® system document (Quick Reference) for input controls via the on-screen keyboard screen.

## RACES

There are four kinds of races that exist in the Gurhal solar system.

**HUMANS**

Humans have a greater ability to adapt to their living environment and have balanced overall abilities. Though they live on all of the planets of Gurhal, the majority of them live in Parum.

**NEWMANS**

Newmans are created with faster reflexes and minds, but they lack in physique compared to Humans.

**CASTS**

CASTs were originally created as an artificial life form to assist Humans, but in recent years they gained enough social status to make a political impact in Parum. They think logically and move with precision.

**BEASTS**

Beasts have exceptional physical abilities and can transform themselves through Nanoblasts (p.17). Many live in Moatoob, where they carry out physical labor in harsh environments.

## CONTINUE

Once character data is displayed, select a character from the list and proceed to the Mode Selection screen. Press the SELECT button to toggle the display of the characters.

## IMPORT

The game can be played with character data imported from the trial version of *Phantasy Star™ Portable*.

**STEPS FOR TRIAL VERSION:**

**1)** Make sure that the Memory Stick Duo™ with your character data is properly inserted into the PSP® system.

**2)** Start up *Phantasy Star™ Portable* and select IMPORT from the Title screen.

**3)** Select the character data you created from the trial version found in one of the save slots.

**4)** Select one of the open save slots and complete the data transfer procedure.

**5)** Return to the Title screen and select CONTINUE to start the game with your imported character.

**NOTE:**

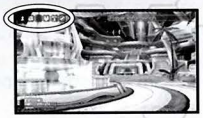
The above data import feature is in no way intended to synchronize your gameplay between the two softwares (*Phantasy Star™ Portable* and the trial version of this game).

***Vivienne***

***Helga***

# MAIN MENU

Press the START button during gameplay to display the Main Menu icons on the top left corner of your game screen. Some menu options are unavailable depending on the situation and your location.



## PLAYER INFORMATION

### STATUS

**LV** . . . . . Current Level
**Details** . . . . Race and Gender
**Type** . . . . . Battle Type
**SUV** . . . . . Displayed Only for Beast and CAST with SUV Weapons (p.17)
**HP** . . . . . Health Points (Current/Maximum)
**ATP** . . . . . Attack Power
**ATA** . . . . . Attack Accuracy
**TP** . . . . . TECHNIC Potency
**DFP** . . . . . Defensive Power
**EVP** . . . . . Evasion Power
**MST** . . . . . Mental Strength
**STA** . . . . . Status Abnormality Resistance
**Exp.** . . . . . Attained Experience Points
**Next LV** . . . . Experience Points Required to Advance to Next Level
**Meseta** . . . . Available Money

### EQUIPPED ITEMS

Lists all equipped possessions. See p.11 for details (Using Equipment).

### PHOTON

Lists all Photon Arts (special abilities) available to the character. See p.22 for details.

### TYPES LIST

From the Type Select Counter on the 5th floor of GUARDIANS Colony, you can switch the Battle Type of your character as detailed below:

| | |
|---|---|
| HUNTER | Strong with striking weapons, this Battle Type is very effective in close combat. Good balance of skills, ideal for beginners. |
| RANGER | An intermediate level long-range fighter, skilled in attacking enemies from a distance. Also provides good backup support. |
| FORCE | An expert level TECHNIC user who can take on numerous roles due to the various types of TECHNICs (magic) available to them. |

See p.20 for details on Battle Types.

## INVENTORY

Information on your Inventory is divided into three basic sections:

**1) Item Count:** The figure in the parenthesis shows the number of items in the selected category, while the figures on the right show the total and maximum Items.

**2) List Window:** There are five categories that are displayed separately: Weapons, Armor, Items, Clothes/Parts and Synthesize Items. Switch categories using the directional buttons ⬅ / ➡. Press the ● button to change the order in which they are sorted. Status icons you see in the window are as follows:

Equipped | Used in Action Palette | Unable to Equip | Weapon/Armor Grade (S/A/B/C)

**3) Status Window:** Shows the performance or effectiveness of the selected Item. Use the L / R buttons to switch pages.

### VIEWING THE STATUS WINDOW

<Example: Striking Weapon>

- Maker Logo/Grade/Item Name
- Maker Name/Number of Upgrades
- PP: Current/Max Photon Points (p.22)
- Att: Weapon's Attack/Overall Attack
- Acc: Weapon's Accuracy/Overall Accuracy
- Attribute Color/ Attribute Bonus Value (see below)
- ATP req.: ATP Needed to Equip Weapon/Your Current ATP

**NOTE:** During equipment changes, increased values are marked in red and decreased values are marked in blue.

**ATTRIBUTES**

**Red** (fire)‹ ›**Blue** (ice) **Yellow** (lightning)‹ ›**Orange** (ground) **White** (light)‹ ›**Purple** (dark)
**Green** (no Attribute)

When an enemy of one attribute (e.g. fire) is attacked with a weapon of the opposing Attribute (e.g. ice), the level of damage will increase. If both Attributes are the same, then damage is reduced. Weapons with no Attribute give regular damage only.

### USING EQUIPMENT

**Weapons**..... Set the selected weapon in the Action Palette via **Add to Palette** for quick access. You can also select **Link Photon Art** to choose an Art to link to the weapon. **Refill PP w/ Item** allows you to use any suitable PP Items on the selected weapon.

**Armor**..... Highlight an armor and select Equip Armor. A Line Shield (p.22) may also be attached for additional defense.

**Items**..... Items added to the Action Palette. Items for immediate use and Items with certain effects (just by keeping) are available. Each Item's actions will be displayed.

**Clothes/Parts**..... Details on clothing and CAST parts.

**Others**..... The number of Grinders (Upgrade Items) you have is displayed.

## MAP

Displays a map of your immediate surroundings when you are out in the field. The player and enemy positions are all marked. Scroll through the map with the directional buttons and zoom in and out using the L / R buttons.

## PARTY

Choose **Form Party** and select Members from available Partner Cards, or **Disband Party** to return to individual status. In Multiplayer mode, this will be swapped with **Community** (see facing page).



## COMMUNITY

The following options are used to create a party for Multiplayer mode (Leader options only). Options to verify player locations and abilities/equipment are available to everyone.

### FORM PARTY

This option is available only to the Leader. A list of Partner Cards you've received from other players and non-player characters (NPCs) will be displayed. Select characters to invite to your party.

### REMOVE MEMBER

This option is available only to the Leader. Players removed by the leader will lose communications and return to the Title Screen. However, the Leader can immediately select **Form Party** to invite the players back.

## SYSTEM

### OPTIONS

**Text Display Speed**..... Set to **Instant Display** or **Normal**.
**BGM Volume**..... Set the volume of background music.
**SE Volume**..... Set the volume of sound effects.
**Radar Map Display**..... Set the map display orientation to **Based on Direction**/**Based on Camera**.
**Button Detail Display**..... Set button control display to **Always Display**/**Temporary Display**/**OFF**.
**Main Menu Cursor Position**.. **Save**/**Do Not Save** the cursor position when the Main Menu is closed.
**Camera Controls**..... Set the camera controls to **Camera Follows Character**/**First Person Camera**.
**Weapon/TECHNIC Swap**.... Set the method of switching One-Handed weapons (between right- and left-handed) or TECHNICs for TECHNIC-attack weapons to **Hold** (switch only while the L button is being held)/**Click** (switch on each pressing of the R button).
**Lock-On**..... Set the enemy Lock-On controls to **Hold**/**Click**.
**L/R Button Settings**..... **Default Button Settings** or **Change Button Settings**.
**Return**..... Return to the System Menu.
**Default Settings**..... Reset the above options to its default settings.

### SWITCH TO MULTIPLAYER MODE/STORY MODE

Automatically dismisses your party members in Story mode to start from the beginning of Multiplayer mode, or leaves your party members in Multiplayer mode to return to the last area a game save took place in Story mode.

### ABANDON MISSION

The option is available after you start a Mission to immediately quit a Mission. Note that only the Leader has this option during a Mulitplayer Mission.

### LOG OUT

Quit the game and return to the Title Screen.

## SAVE

Overwrites the game data (character data) you are currently playing with.

# CITY AREA

Prepare for your Missions in the GUARDIANS Colony or in other city areas. Facilities found in the city area will vary by location.

## YOUR ROOM

This is your private room at the GUARDIANS Colony where you are assisted by your Partner Machinery. This is also your starting point for Multiplayer mode, but in Story mode you may return here in-between your Missions.

### STORAGE
Store your Items and Meseta here to free up your character's inventory slots. Previously stored Items can be retrieved when needed.

### DRESSING ROOM
Change your character's clothes or CAST parts here. Changes made here are only for appearance and not for improving defensive abilities.

### VISION PHONE
Receive information about currently open Free Missions or use Help to view Play Guide, Glossary and Player Log. You can only check Play Guide in Multiplayer mode.

### GAME ACHIEVEMENTS
Verify records related to your gameplay and information on your honorable titles. A reward is given when you earn a title, so make sure you collect them through here.

### PARTNER MACHINERY
Confirm your Partner Machinery's status. The Name and Type can also be changed from here. Note that your Partner Machinery's overall status will automatically increase as your character's level increases.

**NOTE:** The level number of your Partner Machinery can only be checked in Multiplayer mode by setting the Character Info Display to "Name + LV."

## CITIES ON OTHER PLANETS

Use the spaceport in the city area to visit other planets. Depending on your Mission in Story mode, your use can be restricted.

### CITY MAP
A map of the facility you've selected, such as Shops and the GUARDIANS Headquarters, will be displayed. Icons will appear on the map, so select them with either the directional buttons or analog stick. Press the ◉ button when you wish to exit the facility.

Person

Exit

Another Room

Window/Counter

## SHOP

You can purchase, sell Items or use special services at many of the shops you find in the city. Here are the types of shops you can expect to find:

- **Weapons** -- Weapons (p.21) and Discs (p.22).
- **Armor** -- Armor and Units (p.22).
- **Items** -- Recovery/Boost Items and Traps.
- **PM Goods** -- Devices used to change your Partner Machinery type.
- **MakeOvers** -- Change your character's appearance and voice. When Beasts transform, they will also receive a Blast Badge that will allow them to perform various Nanoblasts (p.17).
- **Clothes** -- Clothing for Humans, Newmans and Beasts.
- **Parts** -- Parts for CASTs.
- **Upgrades** -- Items (Grinders) used to upgrade weapons.

## PARTY

Form a party by adding other non-player characters (NPCs) and/or joining other player characters in Multiplayer mode. To add NPCs to your party, you must have their Partner Cards in possession, which can be gained through playing Story Missions. Note that you can also bring your Partner Machinery as one of your party members for extra support.

### NPC RULES
- Move according to how the Leader moves.
- Respond automatically during battles.
- Level up based on player's level.
- Will use HP recovery TECHNIC (with limited range).
- Can return to action after they have fallen (HP zero) over time or with Item/TECHNIC use.
- Cannot pick up Items or Meseta on the ground.

### FORMING A PARTY
There's a limit to what your character can do alone. For more difficult tasks, form a Party with other characters.

**Party Member**
If you have Partner Cards, you can select characters from the Main Menu. Your Party for Story Missions will be assembled for you – ensure that no Party is assembled when you accept the Mission.

**Guest Character**
In some circumstances a special character requiring protection may join your Party.

**Color of Map Cursor**
The cursor colors on the Radar Map (p.14) match the colors of Party Members on the Simplified Status.

## MISSION

Missions are chosen before you enter the field at the Mission Counter. Story Missions are available only in Story mode when the GUARDIANS Headquarters issue them. Free Missions are available anytime and more will become available as you advance in Story mode.

### STEPS FOR STORY MISSIONS

**1)** Go to GUARDIANS Headquarters when a Mission is issued.

**2)** Receive instructions and head to the designated area in the city.

**3)** Receive final instructions and your party will be automatically formed.

**4)** Go to the Mission Counter and enter the field.

**NOTE:** To play the next Story Mission, you are required to play at least one of the available Free Missions.

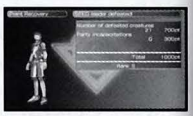
### STEPS FOR FREE MISSIONS

**1)** Form a party and head to the Mission Counter.

**2)** Select Mission. See required player numbers and Level during selection.

**NOTE:** The same Free Mission can be played repeatedly.

### MISSION COMPLETE



When a Mission is completed, you will receive a letter grade with other stats related to your performance. Meseta and Items are rewarded based on the difficulty level of the Mission and your performance. Additionally, you will receive Mission Points to develop the Battle Types (p.19) you used for each Mission.

## ACTION PALETTE

The Action Palette is a compact system to manage your weapons and Items for immediate use during battle. Hold down the ● button while you are in the field to display the Action Palette, which will be displayed at the bottom right of the screen.

### SETTING UP WEAPONS

Select a weapon from the list via the Main menu. A Weapons Palette with six different slots will be displayed for six different weapon configurations. Two One-Handed Weapons can be set up per slot, but only one can be set when a Two-Handed Weapon is selected. Setting up the weapons you like in the Action Palette will allow you to quickly retrieve other weapons during combat.

#### ★ *STRIKING TYPE WEAPONS*

This type is for melee combat. By linking Photon Arts (Skill) it can perform more powerful attacks. There are eight two-handed weapons and five right-handed weapons available.

#### ★ *SHOOTING TYPE WEAPONS*

This type is for shooting attacks. By linking Photon Arts (Bullet) you can use with an attribute (fire, ice, etc.) in your attacks.

#### ★ *TECHNIC TYPE WEAPONS*

This type is for TECHNIC attacks. By linking Photon Arts (TECHNIC) it will allow you to implement various effects in your attacks/actions.

### SETTING UP PHOTON ARTS

Select either a Skill, Bullet or TECHNIC from the list of Photon Arts via the Main Menu. Note that the list will only display the Photon Arts that will match your weapons. To add more to the list, purchase and learn the Photon Arts discs available from the Shops.

### SETTING UP ITEMS

Select an item from the list of items via the Main Menu. There are six slots on the Items Palette to give you easy access to six of your items.

### USING THE PALETTE

Items and weapons you've set up in the Action Palette can be selected and used in the following manner:

Screenshot (left: Items Palette / Right: Weapons Palette)

**1)** Press and hold down the ● button to display the Action Palette.

**2)** Use the directional buttons or L / R buttons to move the cursor to select equipment.

**3)** Release the ● button to equip the weapon and use your items.

# IN THE FIELD

You will encounter hostile creatures while you are out in the field. In some cases there will be a boss waiting for you at the end that must be defeated to complete the Mission.

## GAME DISPLAY

**1) Target Information** -- Lock-On to an item or enemy to get information.

**2) Key Display** -- Details of button input to open gates and laser fences.

**3) Radar Map** -- Shows previously covered areas, enemies, allies, etc.

**4) Character Status** -- From the top: Name, Level (LV), Hit Points (HP), HP Gauge, EXP Gauge, Blast Gauge (p.17).

**5) Lock-On Cursor** -- A cursor that automatically Locks-On to enemies within range.

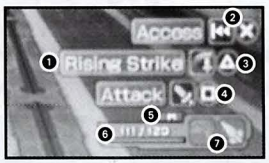
**6) Damage** -- Number of Hit Points lost from a given attack (red numbers indicates enemy's attack).

**7) Action Palette** -- Shows equipped weapons and its Photon Points (p.22). See details below.

### RADAR MAP

Your allies are depicted by different colored cursors (arrows) on the Radar Map. The color will match the one to the left of your character status.

### ACTION PALETTE




**1) Available Commands** -- Shows commands that correspond with the given button.

**2) ⊗ button Commands** -- Pick up item, press switch, other non-attack actions.

**3) △ button Commands** -- SKILL (striking weapon) and TECHNIC (magic). Not used for projectile weapons.

**4) ○ button Commands** -- Regular attacks, Bullets, TECHNIC attacks.

**5) Left-hand Weapon** -- Indicator for left-handed weapon. Turns red during use.

**6) Photon Points** -- Shows remaining/maximum Photon Points of equipped weapon.

**7) Equipped Weapon Icon** -- Shows the type of equipped weapons.



## MOVE CHARACTER/SIDE STEPS

Move your character in the field using the Analog stick. Push the stick a little to walk or all the way to run. When the Lock-On setting in the Options is set to Hold, moving while holding down the L button will allow your character to move around in Side Steps.

## CAMERA (1ST/3RD PERSON VIEW)

A 3rd person view is the default viewpoint you use to move your character. Use the directional buttons to rotate only the perspective and the L button to reset the view to its default perspective facing forward. Press SELECT to change your view to 1st person to accurately fire projectile weapons including the Rifle, Long Bow, Laser Cannon, Hand Gun and Twin Hand Gun.

## BATTLE

Enemies lurk in specific locations in the field, and appear when you approach a given area (displayed as yellow dots on the Radar Map). Some enemies may either hold weapons or have a leader. In these cases, they have higher attack and defense abilities, and may even use actions such as healing.

## LOCK-ON CURSOR

A Lock-On cursor will be displayed when an enemy is within range. The cursor indicates your attack situation as well as the Lock-On condition of your striking weapons in the following manner:

### VIEWING THE LOCK-ON CURSOR

**Locked-On for a strike**

**Locking-On for a strike**

**Lock-On Null**

**Red Cursors:**

If the Lock-On Cursor is red, you can attack with Bullet/TECHNIC.

**Blue Cursors:**

If the Lock-On Cursor is blue, you cannot attack with Bullet/TECHNIC.

### ABOUT LOCK-ON

If you are using a striking weapon and an enemy is within range, hold down the L button so you will Lock-On and face the direction where that enemy is.

## ATTACKS

There are three types of attacks, depending on weapons and Photon Arts.

### ✱ STRIKING ATTACK

A direct attack using sword-type weapons for close combat. Normal attacks do not consume PP, but by linking Photon Arts (Skill), you can perform powerful attacks that consume PP.

### ✱ SHOOTING ATTACK

A projectile attack using guns or arrows from a distance. You will consume PP per shot, and depending on the weapon, you can fire shots while you are moving. By linking Photon Arts (Bullet), you may be able to damage enemies with special effects that affect their status.

### ✱ TECHNIC ATTACK

An attack generated by Photon Arts (TECHNIC) with different attack-range, effects, etc. They can be very powerful, if you can manage them effectively. You will consume PP for each attack.

## ADD-ON DAMAGES

You can inflict greater damage and special effects (such as abnormalities) on enemies depending on the type of attacks you execute. Note that you may receive similar attacks from your enemies.

### ✱ BLOW AWAYS AND AIR LIFTS

Attacks that blow away or lift up enemies will create a vulnerable situation where it's possible to inflict additional hits while they are in midair or knocked down on the ground.

### ✱ SPECIAL EFFECTS

Attacks with a special effect that instantly change the enemies condition to an abnormality (see facing page). These conditions can be cured with time, recovery Items, or recovery TECHNICs.

### ✱ COMBO-ATTACKS/EXACT ATTACKS

With a sword-type weapon, up to three consecutive strikes (up to six using Photon Arts) can form a combo-attack. If the hit is performed with the correct timing, your character will perform an Exact Attack, which inflicts critical damage on enemies.

## DEFENSE

Depending on your character's abilities, it's possible to prevent enemy attacks by performing a guard. If you respond correctly during this defensive state, you can strike back with an Exact Counter, allowing you to immediately counter attack.



## SUV WEAPON/NANOBLAST

On reaching level 20 and above, CAST and Beast characters can make use of a special SUV Weapon and Nanoblast respectively. A gauge will be displayed under the Simplified Status, which builds up as your character receives and gives damage. When the gauge is full and flashing, press both the △ and ● buttons together to trigger an action.

### ✱ SUV ATTACK / SUV RECOVERY

A series of extremely powerful weapons equipped by a long-distance satellite-based nano-transformer. Your CAST must equip a special armor (e.g. Line Shields) capable of attaching the SUV Weapons. While performing SUV actions, your character will be temporarily invincible.

### ✱ NANOBLAST

Beasts can transform into one of four creature types to become either invincible, maximize attack power, maximize defense power or maximize agility.

## ABNORMALITIES

You may receive or give various abnormalities by special attacks (Photon Arts - Skill) and Traps. The following icons are displayed in the Simplified Status or the Target Information (p.14) when your character or enemies are facing abnormal conditions:

| | | |
|---|---|---|
| | Burned | Deals subsequent damages for a given time. Note that HP will not drop to zero, even from the subsequent damage caused by flames. |
| | Shocked | Still able to move, but unable to attack (striking/shooting). Skill and Bullet attacks are unavailable while in this condition. |
| | Frozen | Cannot move, attack or even use Items while in this critical condition. Can occasionally break out from this condition sooner by receiving attacks. |
| | Silence | Cannot use any of the TECHNICs the character acquired, but is still able to strike and shoot. |
| | Confused | Character is unable to perform as you command. When someone else is suffering from this condition, they will attack allies and foes alike. |
| | Infected | Deals subsequent damages for a given time. Note that HP will not drop to zero, even from the subsequent damage caused by infection. |
| | Poisoned | Deals subsequent damages for a given time. Note that HP will not drop to zero, even from the subsequent damage caused by poison. |
| | Stunned | Cannot move, attack or even use items while in this critical condition. Guarding is also unavailable during this state. |
| | Sleep | Cannot move, attack or even use items while in this critical condition. Can occasionally snap out of this condition sooner by receiving attacks. |
| Suspended | | Some monsters' attacks and traps can suspend you from taking any actions for a given time. (Note: No icon is displayed during this condition). |

## CHANGES IN STATUS VALUES

Your character's abilities can sometimes increase with use of Photon Arts (TECHNIC) or decrease by taking attacks from enemies. The following icons will appear in the Simplified Status to indicate any positive/negative impact on your abilities:

Increase (Value Up) Decrease (Value Down)

**RED:** Attack Power / **PURPLE:** Defensive Power

**YELLOW:** Attack Accuracy/Evasion Power **WHITE:** TECHNIC Potency/Mental Strength

## BOSS CREATURES

Some enemies are known to form a group. These groups are usually led by one creature who is commanding and even boosting others with supplemental effects. The following icons will appear in the Target Information when you're facing such monsters:

Leader

Attack Power Up

Defensive Power Up

TECHNIC Potency Up

Evasion Power Up

## EXPERIENCE POINTS

You receive Experience Points for defeating an enemy. Even if your Partner Character or another player delivers the final hit, you can also receive 70% of the Experience Points by inflicting even the slightest damage to an enemy. If a special boss creature is defeated together, everyone who contributed will receive the full Experience Points as their reward.

## CHARACTER LEVEL

If Experience Points are accumulated, the character's Level increases, raising maximum HP as well as other abilities. When this happens, the character will also be relieved from any abnormal conditions and HP will recover to full Health.

## FALLEN CHARACTERS

If the HP of the character drops to zero, the character will fall to the ground, unable to fight. In Story mode, other NPC Party Members can recover with time, but in the case of your main character, you will be forced to redo the same Mission, starting over from the city area.

### MULTIPLAYER MISSIONS

When your character has fallen during a Mission in Multiplayer mode, you can either instantly recover to continue the fight (with a lower Trial evaluation), or wait until one of your friends recovers your character. An option to instantly recover is available anytime while your character is down (press the ⊗ button to choose YES/NO). Even if your character stays down, you'll still earn a credit for the Mission when other Party Members complete the Mission.



## DROPPED ITEMS

Items will appear after you defeat enemies and break objects you find on the field by pressing the ⊗ button. There are four basic types of Dropped Items: Meseta (money), Weapons, Armor and Power-up Items. Note that red Dropped Items are classified as Rare Items.

Meseta Weapons Armor Power-up Items

## OPENING GATEWAYS

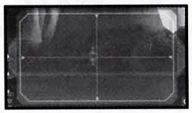
Gates and Laser Fences on the field can help you decide where to go, and what to do next. If you cannot pass through a Gate or Laser Fence, defeat nearby enemies and/or collect keys to access an ID Terminal to unlock it.

Gate Laser Fence ID Terminal Information Key

## RECOVERY DEVICE

Step inside this device to gradually recover HP for both you and your Partner Character.

## GOGGLES



Goggles allow you to discover hidden objects and traps that you cannot see during normal view. To use your Goggles, first press the SELECT button to change your view to first-person view, then press the L / R button to toggle the Goggles ON/OFF. Goggles can also be selected via the Action Palette by selecting "Goggles" and pressing the ● button. To remove the Goggles, press SELECT or the ○ button, or the ■ button while the Goggle view is ON.

Note that once the traps or objects are identified, these will become visible in normal view.

## BATTLE TYPES

You can select one of three basic Battle Types (Hunter, Ranger and Force) for each character, which can be determined when you are creating your own player characters. But once you advance the game in Story mode, you will be allowed to switch your character's Battle Type from the GUARDIANS Headquarters. When the Type Select Counter is made accessible, you will be able to choose from eight different Battle Types, as long as you fulfill the prerequisites (Level of the Battle Types) and pay a fee to make the switch.

### GRADE OF EQUIPMENT

Each weapon/armor has a grade (S/A/B/C) which is displayed to the left of the name on the list. Depending on your Battle Type, the grade of weapon you can equip varies. Note that you cannot equip a weapon with a grade higher than this.

## EIGHT BATTLE TYPES

**● HUNTER [BASIC]:**

A balanced type with high Attack Power, skilled in use of striking weapons. A good fit for beginners who like melee combat.

**● RANGER [BASIC]:**

A ranged fighter that can defeat enemies from a distance and support allies. Suited for intermediate players who prefer to use firearms as their weapon.

**● FORCE [BASIC]:**

A type who relies mostly on TECHNICS to perform various tasks. Suited for advanced players who like to use healing/supportive TECHNICS and powerful attacks produced by TECHNIC-based weapons.

**✪ FIGHMASTER [ADVANCED]**

Prerequisite -- Lv7 Hunter

An advanced Hunter with excellent melee combat skills. Suited for hard hitting specialists who understand the art of striking attacks.

**✪ GUNMASTER [ADVANCED]**

Prerequisite -- Lv7 Ranger

An advanced Ranger with superb shooting abilities. Suited for firearms experts who understand how to take advantage of various projectile attacks.

**✪ MASTERFORCE [ADVANCED]**

Prerequisite -- Lv7 Force

An advanced Force with powerful TECHNIC abilities. Suited for TECHNIC users who understand which TECHNIC to use in various situations.

**✪ ACROMASTER [ADVANCED]**

Prerequisites -- Lv4 Hunter/Lv2 Ranger/Lv4 Force

An advanced fighter with great one-handed weapon skills. Suited for players who seek diverse combat abilities and higher agility.

**✪ PROTRANSER [ADVANCED]**

Prerequisites -- Lv4 Hunter/Lv4 Ranger/Lv2 Force

A special fighter with great two-handed weapon skills, and the exclusive ability to use every trap. Suited for players who seek experimental and alternative combat methods.





## WEAPONS

There are three basic attack methods to choose from: strike/shoot/TECHNIC. Your attack method will be determined by the type of weapons you will equip. The weapons you will receive are either one-handed weapons or two-handed weapons, and the one-handed types can only be equipped to its assigned (left or right) hand.

For the weapons listed below (and in your Action Palette), weapons with larger icons are two-handed type, and weapons with smaller icons are one-handed weapons. Additionally, smaller icons placed on the left side can only be equipped to the left hand, and icons placed on the right can only be equipped to the right hand.

### ★ STRIKING TYPE

| | | |
|---|---|---|
| | SWORD | A two-handed long sword to strike nearby enemies. |
| | KNUCKLES | Equipment for melee attacks with your fists. |
| | SPEAR | A long spear to thrust at your enemies. |
| | AXE | A heavy weapon to inflict greater damage per attack. |
| | SABER | A Photon-generated saber to rapidly strike your foes. |
| | CLAW | A razor sharp claw to slash enemies you are facing. |
| | WHIP | A Photon-generated whip to sweep multiple enemies. |
| | SLICER | A weapon that fires a powerful Photon boomerang. |

### ★ SHOOTING TYPE

| | | |
|---|---|---|
| | RIFLE | A two-handed ranged weapon with a longer barrel. |
| | SHOTGUN | A two-handed gun that fires multiple pellets at once. |
| | LONGBOW | A longbow capable of hitting targets within rifle range. |
| | GRENADE | A grenade launcher to knock out an entire group. |
| | HAND GUN | A compact hand gun that fires Photon bullets. |
| | CROSSBOW | A one-handed crossbow with rapid fire capabilities. |
| | CARD | A weapon that fires a homing Photon blade. |
| | MACHINE GUN | A one-handed machine gun that fires Photon bullets. |
| | SHADOOG | A small machine with specified shooting capabilities. |

### ★ TECHNIC TYPE

| | | |
|---|---|---|
| | ROD | A weapon that allows you to link up to four TECHNICs. |
| | WAND | A weapon that allows you to link up to two TECHNICs. |
| | MADOOG | A small machine that will utilize your TECHNICs. |

## PHOTON ARTS AND PP (PHOTON POINTS)

Photon Arts allow you to power-up a wide range of actions (offensive, supportive and recovery) using Photon Points across all weapon types. Learn the Photon Arts from the discs you obtain (use it from Inventory), then select the appropriate weapon from the Main Menu to link the Photon Art. While that weapon is equipped, the PP will gradually recover. PP can also be recovered with a Photon Charge Item or a Photon Charger (picture on the right).

Each Photon Art has a Level. By using it more often, it will improve, becoming stronger and more effective.

### RETURNING PHOTON ART TO A DISC

Since there is a limit to how many Photon Arts your character can learn, if you want to acquire more Photon Arts, but not lose any of your older Photon Arts, there is an option to store any Photon Art information on a disc from the Photon Arts List (via Status p.7).

### SUBCATEGORIES OF PHOTON ARTS

The following are icons used to identify all Photon Arts subcategories you can apply to your weapons. These icons will be displayed in the Photon Arts List and Action Palette.

#### ● SKILL ICONS

Normal Attack | Power Attack | Combo Attack
Frontal Attack | Surround Attack | Lift Attack

#### ● BULLET ICONS

RED (Fire) | BLUE (Ice) | YELLOW (Thunder) | ORANGE (Quake)
WHITE (Light) | PINK (Darkness) | GREEN (Specials)

#### ●TECHNIC ICONS

Frontal Attack | Area Attack | Surround Attack | Homing Attack
Recovery | Neutralize | Ability Up | Ability Down
Special | Barrier | Wide Attack (Front)

#### ● ATTRIBUTES ICONS

Fire | Ice | Thunder | Quake | Light
Darkness | Misc.

## ARMORS (LINE SHIELDS)

Line Shields are the most effective defense option you can find in Gurhal. Many of these Line Shields have dedicated slots to attach specific add-on Units, which further boost your character's abilities as well as gain useful add-on effects. There are four kinds of Line Shield slots for the following unit types:

**Head Units:** Primarily increases TECHNIC Potency and Mental Strength.

**Arm Units:** Primarily increases Attack Power and Attack Accuracy.

**Body Units:** Primarily increases Defensive Power and Evasion Power.

**Extra Units:** Special boosts such as auto-recovery and SUV weapon support.



## WEAPON/ARMOR MAKERS

**GRM Corporation:** Established in Parum; known for their powerful firearms, Arm Unit compatible Line Shields and well-balanced weapons and armors.

**Yohmei Corporation:** Established in Neudaiz; known for their powerful TECHNIC weapons, weapons with great PP capacity and Head Unit-compatible Line Shields with high Defensive Power.

**Tenora Works Corporation:** Established in Moatoob; known for their powerful striking weapons, weapons with high Attack Power/TECHNIC Potency and Body Unit compatible Line Shields with high Evasion Power.

**Kubara Products:** Black market items that you cannot purchase at regular city shops.

## ITEMS

While most items are consumable (for one-time use), some items such as clothing and parts will be kept in your inventory. During certain Multiplayer Missions, there is a special area where you can share common resources such as recovery items, supportive items and traps to help you survive the fight.

### RECOVERY ITEMS

Items to recover HP (Monomate), PP (Photon Charge), abnormalities (Sol Atomizer) and fallen allies (Moon Atomizer).

### SUPPORTIVE ITEMS

Power-up items that increase the value of certain abilities for a limited time.

### DISCS

Items that allow you to acquire new Photon Arts. If you wish to store your Photon Arts information, you may transfer it back to the disc and keep this in your inventory.

### TRAPS

Items that are strategically placed on the field to attract and damage enemies with minimal effort.

### GRINDERS

A required item to upgrade your weapons at Weapon Upgrade shops. Note that you can use up to 10 Grinders per weapon.

### CLOTHING/PARTS

Items to change the appearance of your characters.

## RARE ITEMS

Items you've picked up in the field which have seven or more stars displayed on the Target Information (p.14) are called Rare Items. During Multiplayer Missions, details of Rare Items will be displayed immediately when they are collected.

# MULTIPLAYER

Multiplayer mode is a one to four player co-op mode supported by Ad Hoc Mode, where you can form a party with other players and attempt one of the Free Missions (p.12).

**Note:** The WLAN switch on your system must be turned ON to wirelessly communicate with other players.

## HOW TO START

Once you've selected a character and entered Multiplayer mode, the first decision is to choose whether you want to become a Leader or not. If you are playing with friends you already know, it will be quicker to form a party by deciding the Leader player in advance.

**STEP 1:** Select **Create A New Party** if you are the Leader, or **Join A Party** if you are joining a party (party Leader).

**STEP 2:** If you are a Leader, wait until all of the party members are displayed on your screen. If you are not a Leader, select a Leader for your party.

*If you are the Leader, it is possible to proceed without other players.

**STEP 3:** Everyone will start from their own room (Your Room). Much like Story mode, you can walk out of the room and roam freely in the city area.

*You cannot access the GUARDIANS Headquarters during this mode. If you need to change your Battle Type, this change must be implemented before you enter this mode.

**STEP 4:** If you are the Leader, you will select a Mission and its difficulty level at the Mission Counter to start the Mission. Other members can join the same Mission by simply selecting **Select Mission** at the Mission Counter.


T··Mobile·
HotSpot

**Get six months of complimentary T-Mobile HotSpot Wi-Fi service for your PSP!**

T-Mobile HotSpot offers thousands of locations nationwide in places you already go like Starbucks coffeehouses, Borders Books & Music stores, FedEx Kinko's Office and Print Centers, Hyatt Hotels & Resorts, Sofitel and Novotel hotels, airports, and the airline clubs of American®, Delta, United®, and US Airways®. With T-Mobile HotSpots, unleash the power of your PSP through thrilling online gaming against players from around the world.

**Online gaming...in the palm of your hand.**

Go to www.us.playstation.com/psp for more information on this limited time six month complimentary offer, and to view a T-Mobile HotSpot locator.

Use of the T-Mobile HotSpot Wi-Fi service is subject to and constitutes acceptance of the T-Mobile HotSpot Terms and Conditions available at http://selfcare.hotspot.t-mobile.com/terms.do.

The T-Mobile HotSpot promotional offer for PSP® (PlayStation®Portable) systems provides six (6) months of complimentary T-Mobile HotSpot (USA, non-roaming locations only) access for a PSP system only. The six (6) month complimentary service commences upon first connection to the T-Mobile HotSpot network for each PSP system using the promotional credentials in the T-Mobile HotSpot wireless profiles included in the PSP system (USA) firmware version 3.3 or above. Exactly six (6) months after the first connection to a T-Mobile HotSpot, each PSP system's complimentary service period shall end. The T-Mobile HotSpot promotional offer for six (6) months of complimentary HotSpot service from a PSP system ends on March 28, 2008 and systems connecting for the first time after this date shall not be eligible for any complimentary service. To learn more about special T-Mobile HotSpot offers for the PSP system, please visit http://www.t-mobile.com/psp.

T-Mobile, Hot Spot, and HotSpot design are federally registered trademarks of Deutsche Telekom AG.





**LIMITED WARRANTY**

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

**Obtaining technical support/service**

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

**LIMITATIONS ON WARRANTY**

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS OR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE, AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

**To register this product, please go to www.sega.com**

**SEGA of America, Inc., 350 Rhode Island Street, Suite 400, San Francisco, CA 94103.**


**NetBSD**

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see http://www.scei.co.jp/psp-license/pspnet.txt.


SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo and Phantasy Star are registered trademarks or trademarks of SEGA Corporation. ©SEGA. All rights reserved. The typefaces included herein are solely developed by DynaComware. This software uses specially-designed fonts created under license from FONTWORKS Inc. FONTWORKS and font names are trademarks or registered trademarks of FONTWORKS Inc. This game is licensed for use with PSP only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. All Rights Reserved.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is a trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.


## Updating the PSP® (PlayStation®Portable) system

### Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

### Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

### Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

# GREAT GAMES AVAILABLE NOW!
# DES JEUX GÉNIAUX DISPONIBLES DÈS MAINTENANT!

SEGA®

PRODUCTS RANGE FROM EVERYONE TO TEEN
LE CLASSEMENT DES PRODUITS VARIENT DE TOUS ET ADOLESCENTS
E-T
ESRB CONTENT RATING
CLASSIFIE PAR L'ESRB

PlayStation®Portable

SEGA of America, 350 Rhode Island Street, Suite 400, San Francisco, CA 94103
© SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo and Sonic Rivals 2 are either registered trademarks or trademarks of SEGA Corporation. Iron Man, the Movie © 2008 MVL Film Finance LLC. Marvel, Iron Man, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). Part # MNL 66026

©SEGA. Tous droits réservés. SEGA est enregistré au bureau américain des brevets et marques de commerce. SEGA, le logo SEGA, et Sonic Rivals 2 sont soit des marques déposées, soit des marques de commerce de SEGA Corporation. Le film Iron Man, © 2008 MVL Film Finance LLC. Marvel, Iron Man, tous les noms des personnages et leurs ressemblances distinctives: TM & © 2008 Marvel Entertainment, Inc. et ses filiales. Tous droits réservés. "PlayStation", le logo de famille "PS" et "PSP" sont des marques déposées de Sony Computer Entertainment Inc. Memory Stick Duo™ peut être requis (vendu séparement). No de pièce # MNL 66026

# Play Phantasy Star Universe Anywhere, Anytime!
# Jouez à Phantasy Star Universe n'importe où, n'importe quand!

In this intriguing original storyline that picks up where *Phantasy Star Universe™* ends, play as a fresh GUARDIAN recruit. Explore the Gurhal System alongside a new prototype CAST named Vivienne in Story mode, or team up with three friends wirelessly in Multiplayer mode. Discover new content and Never-before-seen challenges in this latest installment!

Dans cette histoire intrigante originale qui continue là où se termine *Phantasy Star Universe™*, jouez le rôle d'un nouveau recru GUARDIAN. Explorez le système Gurhal avec un nouveau CAST prototype nommée Vivienne en mode d'Histoire, ou faites équipe avec trois amis en mode multijoueur sans fil. Découvrez le nouveau contenu et les défis jamais vus avant dans ce dernier épisode!

Customize Your Avatar
Personnalisez votre Avatar

Play Wirelessly with Friends
Jouer sans fil avec les amis

Multiple Endings
Fins d'histoire multiples

For more in-depth GUARDIANS information, visit
www.PhantasyStar-Portable.com
Pour de plus amples informations sur les GUARDIANS, visitez
www.PhantasyStar-Portable.com

UMD™

| | | |
|---|---|---|
| 1 Player | Memory Stick Duo™ 384 KB | Wi-Fi Compatible (Ad Hoc)(1–4 Players) |
| 1 jouer | Memory Stick Duo™ de 384 Ko | Compatible avec Wi-Fi (Ad Hoc)(1–4 jouers) |

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.
Une connexion Internet peut être requise pour certaines fonctions Wi-Fi. Le joueur est responsable des frais Wi-Fi.

SEGA of America, Inc. 350 Rhode Island, Suite 400, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo and Phantasy Star are either registered trademarks or trademarks of SEGA Corporation. © SEGA. All rights reserved.

**Software license terms available at (www.sega.com) and in-game.** Licensed for distribution in North America and Mexico on the PSP® (PlayStation®Portable) system. See inside for details. "UMD" is a trademark of Sony Computer Entertainment Inc. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING. PartCVR66026

SEGA est enregistré au bureau américain des brevets et marques de commerce. SEGA, le logo SEGA et Phantasy Star sont soit des marques déposées, soit des marques de commerce de SEGA Corporation. ©SEGA. Tous droits réservés.

**Conditions de licence du logiciel disponibles au (www.sega.com) et dans le jeu.** Autorisé sous licence pour la distribution en Amérique du Nord et au Mexique sur le système PSP® (PlayStation®Portable). Détails à l'intérieur. "UMD" est une marque de commerce de Sony Computer Entertainment Inc. "PlayStation", le logo de famille "PS" et "PSP" sont des marques déposées de Sony Computer Entertainment Inc. Memory Stick Duo™ peut être requis. Memory Stick Duo est une marque de commerce de Sony Corporation. L'icône de classement est une marque déposée de l'Entertainment Software Association. Fabriqué et imprimé aux É-U. BREVETS AMERICAINS ET ETRANGERS EN INSTANCE. No de piece CVR66026

⚠ **WARNING:** IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

⚠ **AVERTISSEMENT:** SI VOUS AVEZ DES ANTÉCÉDENTS D'ÉPILEPSIE OU DE PERTES DE CONSCIENCE, DEMANDEZ L'AVIS DE VOTRE MÉDECIN AVANT D'UTILISER CE PRODUIT. CERTAINES SÉQUENCES PEUVENT DÉCLENCHER DES CRISES D'ÉPILEPSIE SANS QUE VOUS N'AYEZ D'ANTÉCÉDENTS MÉDICAUX EN LA MATIÈRE. AVANT D'UTILISER CE PRODUIT OU POUR OBTENIR PLUS DE RENSEIGNEMENTS, VEUILLEZ LIRE LE GUIDE D'UTILISATION.

| TEEN | ADOLESCENTS |
|---|---|
| T (TM/MC) | Fantasy Violence<br>Scènes de violence fantaisistes |
| ESRB CONTENT RATING | www.esrb.org |

PHANTASY STAR PORTABLE

ULUS 10410F

UMD™

PHANTASY STAR ファンタシースター ポータブル

| TEEN |
|---|
| ADOLESCENTS |
| T |
| CONTENT RATED BY SYSTEME DE CLASSIFICATION ESRB |

SEGA®